I'LL JUST GO HOME AND STUDY FOR THE EXA—
I COULDN'T PROPERLY TALK IT OUT WITH HONDA-SAN IN THE CLUB ROOM.
TODAY'S NOT MY DAY.
I BROKE THE COMPUTER THE PRESIDENT GAVE ME...
UU... HOW SHOULD I APOLOGIZE...
PRESIDEEEMT!
!!?
SFX: CRASH
I FEEL LIKE I'M BEING FOLLOWED ALL THE WAY FROM SCHOOL
WHAT SHOULD I DO FOR HER TO FORGIVE ME
もん
もん
SFX: WORRIED

CRASH OF A DIFFERENT KIND

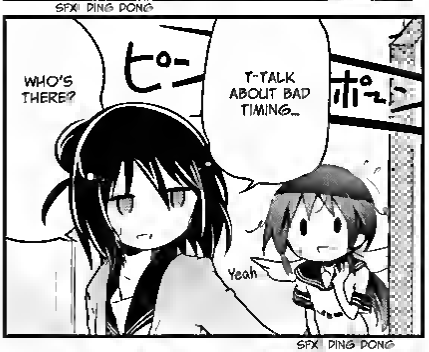
PAYMENT IN FULL

MOM WHO'S WORRIED ABOUT HER ONLY DAUGHTER'S FUTURE

I'm home, Mom.
WELCOME BACK, SHIINA.
YOU BROUGHT A FRIEND?
YES, SHE'S A KOUHAI FROM MY CLUB
SHIINA ONLY EVER BRINGS FEMALE FRIENDS HOME..
ARE THERE NO RUMORS ABOUT HER AND SOME GENTLEMAN?
OF COURSE THERE AREN'T.
I'm not interested in that
I'LL BE WORKING FROM IN HERE, MAKE YOURSELF AT HOME
STAY FOR THE NIGHT IF YOU'D LIKE.
I WON'T BE STAYING THAT LONG
WHEN THEY WERE SMALL, SHE TOLD AYAME-CHAN THAT THEY'D GET MARRI-
AH! I DON'T MIND IF IT'S WITH ANOTHER GIRL, EITHER.
JUST GO BACK TO WORK!

MOM WHO'S SURE THAT SOMETIMES A WOMAN CAN'T BACK DOWN

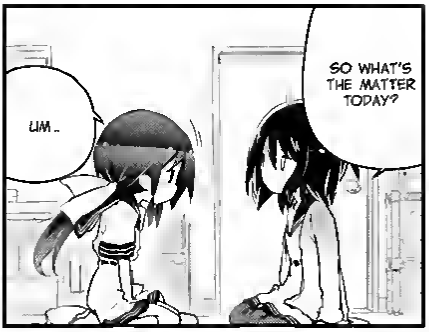
SFX: DING DONG

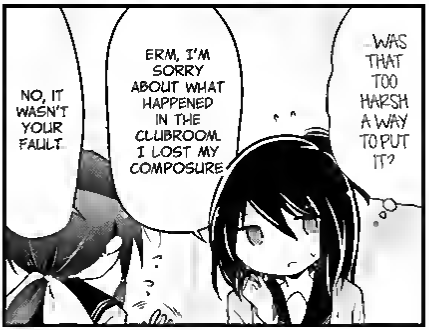


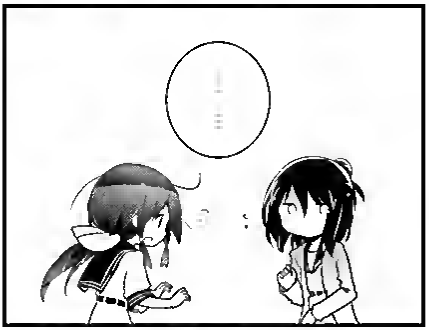
SFX: DING DONG

BUT SINCE YOU TWO WON'T BE ALONE, THE FIGHT BETWEEN WOMEN WILL-
YOU DIDN'T HAVE TO BRING A BOY STRAIGHT AWAY...
THAT'S NOT IT!!
Come on, you've met him!

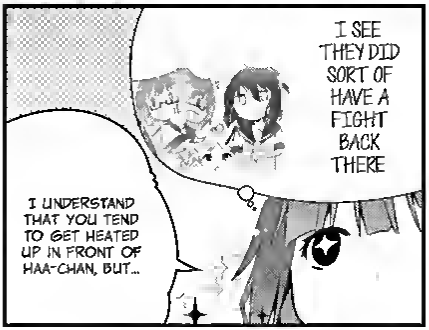
BY THE WAY, THEY DID JUST ARGUE

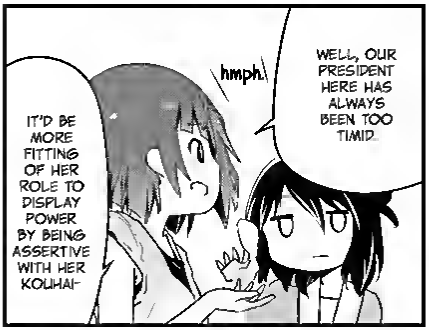


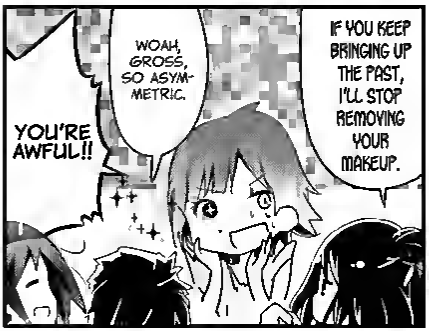

NO, IT WASN'T YOUR FAULT.
ERM, I'M SORRY ABOUT WHAT HAPPENED IN THE CLUBROOM. I LOST MY COMPOSURE.
...WAS THAT TOO HARSH A WAY TO PUT IT?



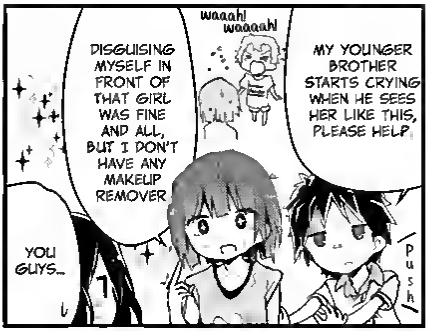
POWER (LEADERSHIP)



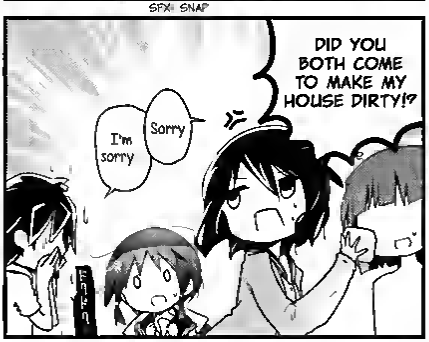

WELL, OUR PRESIDENT HERE HAS ALWAYS BEEN TOO TIMID.
hmph.
IT'D BE MORE FITTING OF HER ROLE TO DISPLAY POWER BY BEING ASSERTIVE WITH HER KOUHAI-



SCATTERED SIBLINGS

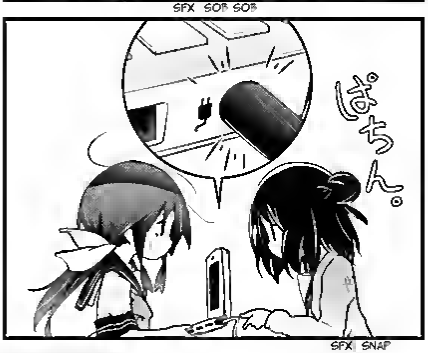

waaah! waaaah!
MY YOUNGER BROTHER STARTS CRYING WHEN HE SEES HER LIKE THIS, PLEASE HELP!
DISGUISING MYSELF IN FRONT OF THAT GIRL WAS FINE AND ALL, BUT I DON'T HAVE ANY MAKEUP REMOVER
YOU GUYS...
push

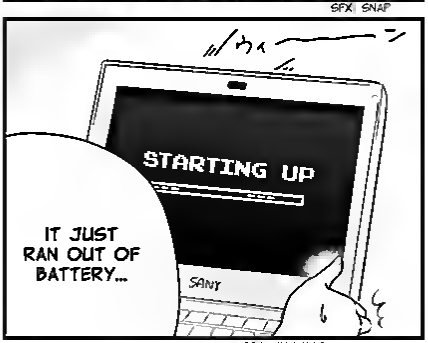
SFX: SNAP



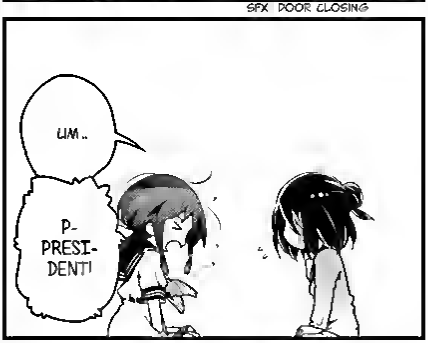
SFX: GUSHING...

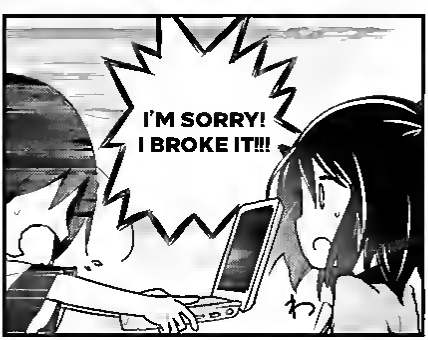
IT'S A GOOD, STURDY ONE



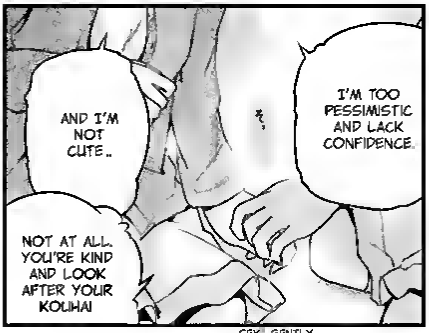


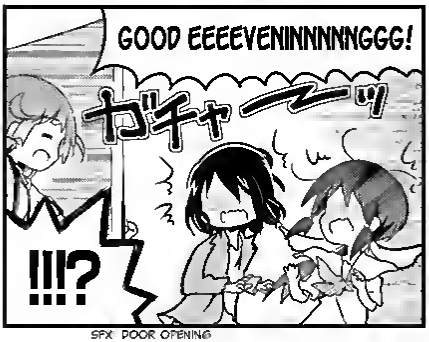
FORESTALLING



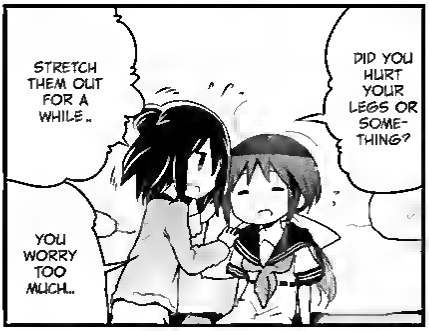


THE FRONT DOOR WASN'T LOCKED



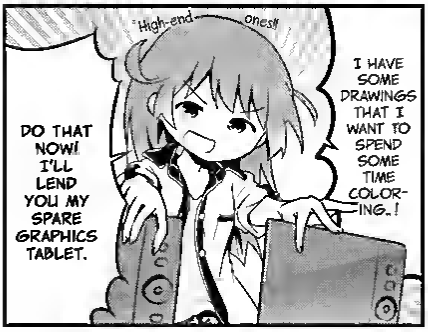


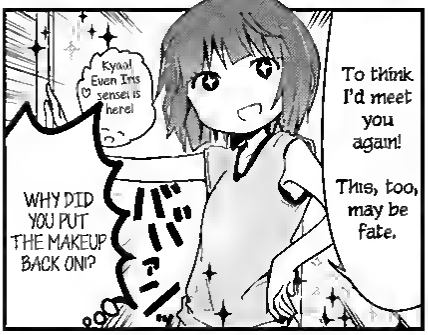
ONLY CHILD



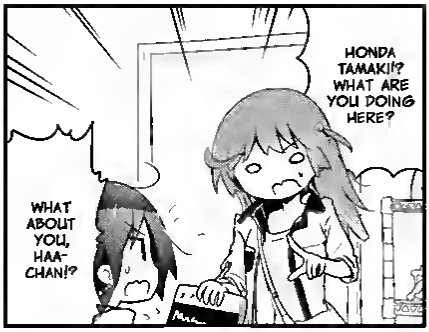
TRANSFORMING IS EASIER, IN COMPARISON

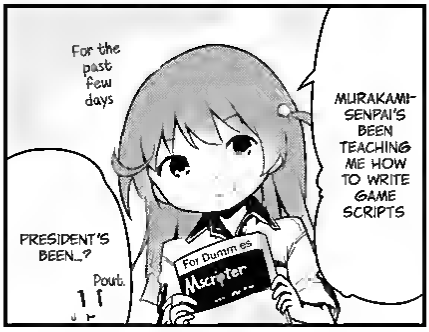
SO BE IT THROUGH TEARS OR SMILES, WE'RE GONNA FINISH IT TODAY!
END-OF-TERM TESTS ARE COMING UP, AND I'LL FIND IT HARD TO MAKE TIME FOR IT
Wait!!
WHY SO SUDDEN!?


High-end ones!
I HAVE SOME DRAWINGS THAT I WANT TO SPEND SOME TIME COLOR-ING..!
DO THAT NOW! I'LL LEND YOU MY SPARE GRAPHICS TABLET.



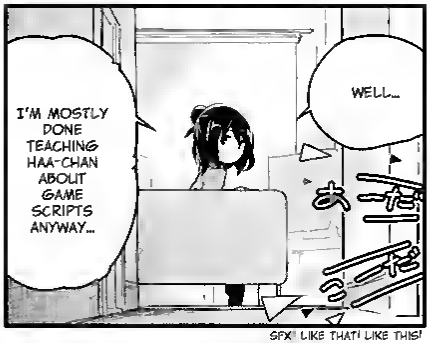
I AM THE DEADLINE

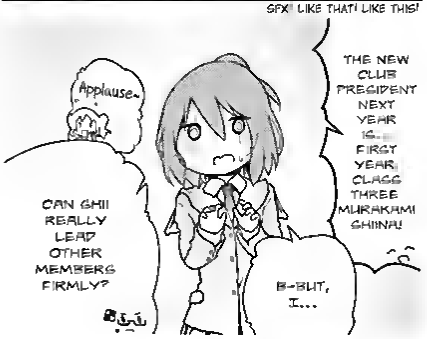




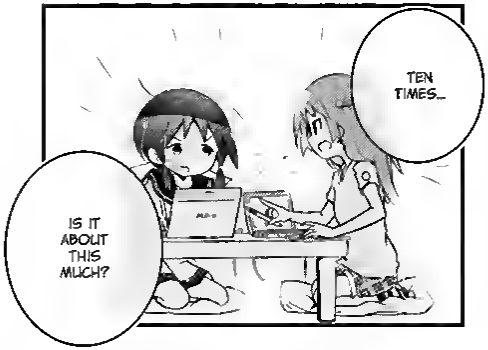
SFX: SLAM

DURING WORK



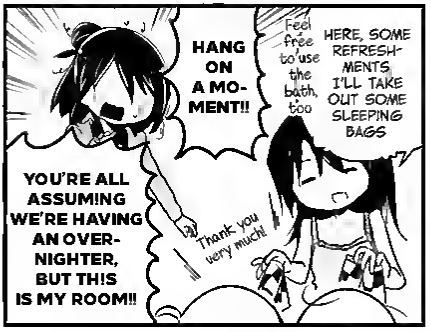

Applause~
THE NEW CLUB PRESIDENT NEXT YEAR IS... FIRST YEAR, CLASS THREE MURAKAMI SHINA!
CAN SHI REALLY LEAD OTHER MEMBERS FIRMLY?
B-BUT, I...

KEEP THE SNS CLUB LIVELY FROM NOW ON.
ABOUT TEN TIMES AS LIVELY!
That bar's too high!
SHINAN IS CONSIDERATE OF OTHERS AND SHE'S GOOD AT LOOKING AT THE BIG PICTURE...



MOM WHO'S PROGRAMMING FROM HOME

SFX: WARM
DRINKS AND FOOD ARE TAKEN CARE OF, SO CRUNCH TO YOUR HEARTS' CONTENT!
JUST BEFORE A RELEASE, YOU HAVE TO COLLECT YOURSELF TO MAKE IT THROUGH!
Fridge
Ooo ooh!!
SFX: SWING


HANG ON A MO-MENT!!
Feel free to use the bath, too
HERE, SOME REFRESH-MENTS. I'LL TAKE OUT SOME SLEEPING BAGS
YOU'RE ALL ASSUMING WE'RE HAVING AN OVER-NIGHTER, BUT THIS IS MY ROOM!!
Thank you very much!

Tutorial (2)

Updated: 2 days ago 2024/07/17

I wrote a blog post earlier about the, perhaps positive, trend in modern games to naturally show a tutorial inside the game itself. But as for what constitutes a "good" tutorial - I'll write down my personal research

Taking an action game as an example, say we want to explain to the player that "**by pressing Up and Attack, you can use a strong attack.**"

<What if there is no tutorial>

In this case, **there is a possibility that a player could reach the middle of the game without realizing the strong attack exists.**

The enemies get stronger in the middle stages, and the creator, who can use the strong attack, can, of course, easily play there, but the player, who doesn't know about it, may very well end up stuck there. Which is why you'd want the game to properly explain the mechanic to the player in the early stages

<Explaining with pictures and text>

Make something like a notice board, or explain to the player with text. The player will realize, "I see, so there was a mechanic like that, too," however...

If afterwards, the player keeps encountering rough spots where the strong attack is irrelevant, and the enemies are so weak you don't need to use it on them, then even though you managed to tell the player about it, it won't remain in memory, the mechanic won't leave much of an impression at all. That's why it's important to create **a situation where there's no choice but to use it.**

<Make a wall that can be destroyed with the strong attack>

This is a very simple, but effective, solution

Block the player with a barrier that he can't pass through with a normal attack, but can destroy with a strong attack. This will pose a question for the player - "how can I pass through this?" By doing this, you'll force the player to use the game mechanic, naturally completing the tutorial.

The important point is, if you're trying to urge the player to use a game mechanic, **don't leave anything unrelated to this game mechanic around.** For example, in the above situation, if you have something like weak monsters that can be defeated without the strong attack to the left of the wall, the intention of wanting to inform about the strong attack will be blurred, the player now can't concentrate and think about how they should break through the wall.

Putting the aforementioned notice board nearby to explain it, showing a treasure chest beyond the wall, doing this kind of stuff to make it easy to progress, to make the player want to progress, is also helpful. Specifically, if you construct the situation to make the player use the strong attack right after telling him about it, you can immediately put the theory into practice, which makes for a stress-free game

And if you implement such a wall, afterwards, in a situation where the strong attack will become important, you can easily remind the player of its existence by placing this wall in their way once again

There is also an option of separating the chest beyond the wall from the normal route, but if the explanation was lacking, the player may think that maybe he can't destroy this wall right now and leave it for later.

But **everything depends on the moment when the mechanic you want to teach becomes usable, and when you want the player to remember it.** In case you want to use a pattern like **come back to this wall once you've learned the "Legendary Wall Destroying Spell,"** a kinder way to do it would be ...

Explaining it with words is the quickest and easiest way, I suppose

If, for some strange reason, it makes the player feel like "maybe I can break through with the skills I have," even though the player actually can't, he'll waste his time trying, and you may make him feel unnecessarily stressed.

Even in the middle stages of the game, if you want to give the player a new attack (or other mechanic), it's still effective to make a situation where he has **no choice but to use it** to make him remember it

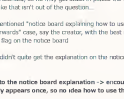
... however

The creator, having devised this mechanic in the first place, will, of course, easily be able to use it, but for the player, a "new mechanic" is presented, so he may get stuck in places the creator wouldn't expect or misunderstand something. Stuff like that isn't out of the question...

For example, taking the aforementioned "notice board explaining how to use the strong attack with a wall that can be destroyed with it afterwards" case, say the creator, with the best intentions, ended up putting a "show the explanation only once" flag on the notice board

But then a player appears who didn't quite get the explanation on the notice board and skimmed over it and he ends up stuck

Basically, "**didn't read deep into the notice board explanation -> encountered the wall -> didn't read it, but the explanation only appears once, so no idea how to use the strong attack,**" is how he gets stuck



The creator may very well get angry, saying "didn't I just properly explain it?", but we're only human; mistakes, misunderstandings, and oversights are unavoidable. As long as you want the game to be played by everyone, no matter who they are, the ideal structure of the game, perhaps, would account for these kinds of mistakes and unexpected developments.

(For this same, I can't think of a good solution other than having other people playtest the game, while looking at it from the side...)

~~~

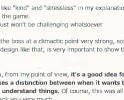
Thus far, I've been using words like "kind" and "stressless" in my explanations, but it's not like I'm saying to remove all kinds of stress from the game.

A game without any stress at all just won't be challenging whatsoever

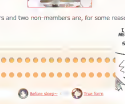
Appropriate stress, like making the boss at a climactic point very strong, sometimes surprising the player with deathtraps, and other game design like that, is very important to show the game's individuality, I believe

Taking all this into consideration, from my point of view, **it's a good idea for the game creator to design a game such that it makes a distinction between when it wants the player to struggle and when it wants him to smoothly understand things.** Of course, this was all just my personal research...

To everyone who read this far, thank you very much



Just like that, two club members and two non members are, for some reason, staying the night in my apartment. Good night


~~~